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100 REM ***** DOG RACE *****
101 REM AS PRINTED IN MICRO-80
102 REM MODIFIED BY R. CARSON
103 REM
104 REM
105 REM
109 CLS:PRINT:PRINT
110 PRINT" ***** DOG RACE *****"
115 PRINT:PRINT:PRINT:PRINT" PRESS ANY KEY TO CONTINUE"
117 PRINT:PRINT:PRINT:PRINT" PRESS <SPACE> TO START RACE"
120 I$=INKEY$

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125 A$=INKEY$:IF A$="" THEN 120
130 CLC:MODE(1)
131 COLOR4:FORX=0TO127:SET(X,0):NEXT:FORX=0TO127:SET(X,1):NEXT
134 FORX=0TO127:SET(X,2):NEXT
135 FORX=0TO127:SET(X,42):NEXT:FORX=0TO127:SET(X,43):NEXT
136 FORX=0TO127:SET(X,44):NEXT:COLOR3
137 FORX=0TO123:SET(X,12):NEXT
138 FORX=0TO123:SET(X,22):NEXT
139 FORX=0TO123:SET(X,32):NEXT
140 A=22:B=5:C=22:D=15:G=22:H=25:I=22:J=35
145 COLOR2
150 REM DRAW STAT DOG
160 X=A:Y=B:GOSUB370
170 X=C:Y=D:GOSUB370
180 X=G:Y=H:GOSUB370
190 X=I:Y=J:GOSUB370
210 COLOR2:FORY=4TO40STEP5:SET(124,Y):NEXTY
220 I$=INKEY$
225 K$=INKEY$:IF K$<>" " THEN 225
230 Z=RD(4)
235 P=RD(5)
240 IF Z=1 THEN X=A:Y=B:GOSUB410:A=X:GOTO280
250 IF Z=2 THEN X=C:Y=D:GOSUB410:C=X:GOTO280
260 IF Z=3 THEN X=G:Y=H:GOSUB410:G=X:GOTO280
270 IF Z=4 THEN X=I:Y=J:GOSUB410:I=X:GOTO280
280 IF X<130 THEN GOTO230
285 FORW=1TO1000:NEXTW
290 IFA$=130 THEN PRINT"NO. 1 IS THE WINNER PAY";0$;P*15;"CENTS"
300 IFC$=130 THEN PRINT"NO. 2 IS THE WINNER PAY";0$;P*15;"CENTS"
310 IFG$=130 THEN PRINT"NO. 3 IS THE WINNER PAY";0$;P*15;"CENTS"
320 IFI$=130 THEN PRINT"NO. 4 IS THE WINNER PAY";0$;P*15;"CENTS"
330 FORF=1TO1000:NEXTF
340 INPUT"WOULD YOU LIKE ANOTHER RACE (Y/N)";A2$
350 IFA2$="Y" THEN 100
360 IFA2$="N" THEN CLS:END
370 SET(X-9,Y):SET(X-20,Y):SET(X-6,Y+1):SET(X-7,Y+1)
380 SET(X-8,Y+1):SET(X-19,Y+1):SET(X-10,Y+4):SET(X-17,Y+4)
390 SET(X-11,Y+5):SET(X-16,Y+5)
400 FORU=9TO18:FORV=2TO3:SET(X-U,Y+V):NEXTV:NEXTU:RETURN
410 RESET(X-20,Y):RESET(X-19,Y+1):SET(X-17,Y+1):SET(X-16,Y)
420 SET(X-5,Y+1):SET(X-4,Y+1):RESET(X-9,Y):SET(X-6,Y)
430 RESET(X-18,Y+2):RESET(X-17,Y+2):SET(X-8,Y+2):SET(X-7,Y+2)
440 RESET(X-8,Y+1):RESET(X-7,Y+1):RESET(X-11,Y+5):RESET(X-10,Y+4)
450 SET(X-8,Y+4):SET(X-7,Y+5):RESET(X-18,Y+3):RESET(X-17,Y+3)
460 SET(X-8,Y+3):SET(X-7,Y+3):RESET(X-17,Y+4):SET(X-15,Y+4)
470 RESET(X-17,Y+1):SET(X-15,Y+1):RESET(X-16,Y+2):RESET(X-16,Y+3)
480 RESET(X-15,Y+2):RESET(X-15,Y+3):RESET(X-16,Y+5)
490 RESET(X-15,Y+5):RESET(X-15,Y+4)
500 SET(X-13,Y+4):SET(X-12,Y+5):RESET(X-8,Y+4):SET(X-6,Y+4)
510 SET(X-6,Y+2):SET(X-5,Y+2):SET(X-6,Y+3):SET(X-5,Y+3)
520 SET(X-3,Y+1):SET(X-2,Y+1):RESET(X-6,Y):SET(X-5,Y)
530 RESET(X-6,Y+1):RESET(X-5,Y+1):X=X+4:RETURN

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DOG RACE VZED by Ron Carson

This program was published in Micro-80 some time ago for the TRS-80 and System-80. Now it has been modified to run in your VZ200.

I have only written the bare bones program. Although it runs well and is useable as is, it gives you the chance to expand the program to suit your needs.

After loading the program you are asked to do two things:

1. Press any key to continue.
2. Press SPACE TO START RACE

After the race is over the winning dog is printed in the text mode, and you are asked if you want to race again or end.

You will see there are plenty of options for you to look into to make this a really great game and a lot of fun.

Micro-80

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P 9, 16 & 17.